

JESICA TRIVENA SINAGA

(+62) 85747104862 | jsctven15@gmail.com | <https://www.linkedin.com/in/jesica-trivena/> | <https://jesjsssi.vercel.app/>

Semarang, Jawa Tengah

As a third-year student with a strong foundation in Informatics Engineering from Dian Nuswantoro University, having an interest in developing practical application projects led me to delve into personal Android and Website projects. These projects not only demonstrate my ability to translate programming concepts into tangible solutions, but also showcase my collaborative skills honed through frequent group projects on similar technologies. Eager to expand my knowledge further, I am excited to leverage my academic foundation in Information Engineering and specialize in Android and Website development through continuous learning and real-world experience.

Education Level

Universitas Dian Nuswantoro - Semarang

Oct 2021 - Jan 2024

Degree in Informatic Engineering, 3.72/4.00

- Chairperson for the Open Recruitment and Secretary to the Chairman of the Research and Development Commission at DPM FIK UDINUS

Work and Organizational Experience

Website Developer - Semarang

Jul 2024 - Sep 2024

Telkomsel

Interned for 2 months at Telkomsel as a Website Developer, focusing on developing an LMS website

- Enhance teamwork, leadership, communication, and adaptability in a professional environment.

Dian Nuswantoro University - Semarang

Nov 2022 - Dec 2022

Laboratory Assistant

- Assisting 35 first-semester students in a basic web programming course who are experiencing errors in using HTML, CSS, and MySQL.
- Assisting students in operating the necessary software for website development, such as vscode and mysql
- Communicate with the laboratory assistant for the installation of applications or software that will be used during classroom learning

Dewan Perwakilan Mahasiswa - Semarang

Sep 2023 - Dec 2023

Secretary to the Chairman of the Research and Development Commission

Leading the Open Recruitment Research and Development Work Program

- Define open recruitment schedule, budget, and team composition.
- Coordinate team efforts for applicant communication, interview scheduling, and document collection.
- Analyze the team's performance and effectiveness of the overall recruitment process.

Mobile Developer - Semarang

Feb 2024 - Jun 2024

Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka

Bangkit, a program by Google with industry partners like Gojek and GoTo, equips participants with practical skills for tech careers through real-world exposure from industry experts

- Develop and maintain Android applications leveraging Kotlin and TensorFlow, alongside other relevant technologies.
- Collaborate closely with cross-functional teams, including Machine Learning engineers, Cloud Computing specialists, and fellow developers, to create innovative and high-quality mobile products.
- Actively participate in code reviews on internal forums, providing constructive feedback to enhance the skills of other developers.

Projects

LMS(Learning Management System) - Telkomsel

Jul 2024 - Sep 2024

Website

Working on an LMS (Learning Management System) website using the CodeIgniter 3 framework with PHP as the programming language, and utilizing Tailwind CSS to create a modern, responsive, and visually appealing user interface.

- Build online exam/quiz modules with grading features, ensuring user roles (e.g., admin, team leader, agent) are correctly implemented
- Create intuitive UI/UX for seamless navigation, focusing on usability across devices
- Ensure consistent performance on mobile, tablet, and desktop views

FurniScan - Android App

May 2024 - Jun 2024

Bangkit Academy

An Android e-commerce application that allows users to scan furniture items using their smartphone cameras and then view detailed product information, including product descriptions, prices, availability, rating, and similar product

- Develop features to connect to a product database and retrieve detailed information (descriptions, prices, availability, ratings) for

scanned furniture.

- Optimize the model for real-time processing on mobile devices to ensure smooth performance
- Create an Android application that utilizes machine learning(TensorFlow) capabilities to enable users to identify and classify furniture objects using their smartphone cameras.
- Design and implement user interfaces for displaying product information, including clear product descriptions, pricing, availability indicators, user rating systems, and a section showcasing similar products.

Story - Android App

Apr 2024 -

Bangkit Academy

This Android social storytelling app lets users share text and photo stories, view other's stories, access user locations, and can visualize them all on a map.

- Develop an Android application that utilizes Google Maps API to display interactive maps, user location tracking, and points of interest(POIs).
- Enhance user experience using Custom Views, Widgets, and WebView.
- Employ advanced testing techniques, including Unit Testing with Test Doubles and UI Testing with Idling Resource and MockWebServer.
- Implement animations using Property Animation and Motion Layout

Asclepius - Android App

Mar 2024 -

Bangkit Academy

This app uses machine learning to analyze photos for potential cancer and displaying accuracy percentages for the results

- Create an Android application that detects objects in real-time using the Camera and TensorFlow Lite
- Display the classification results with accuracy percentages.
- Store classification result data in a local database and display articles by utilizing the open source NewsAPI

Github User - Android App

Mar 2024 -

Bangkit Academy

This Android GitHub app lets you search users by username, view their detailed information followers and following, add them to favorites, and switch between dark and light modes.

- Develop an android application by utilizing the jetpack library and using the Github API to access information from users
- Implement Android Architecture Component and use Datastore as local database
- Implement navigation and Tab Layout with ViewPager2 for tabbed navigation, all while adhering to Material Design guidelines.

Basic Programming Website - Website

Jun 2024 -

DBS Foundation Coding Camp 2024

<https://jesjsssi.github.io/Frieren-PemrogramanWebDasar/>

- Develop a simple website utilizing semantic elements and Flexbox layout.
- Implement basic CSS by applying fundamental styling to HTML elements.
- Implement JavaScript sliders to present large amounts of content in an organized and user-friendly way.

Loram Wetan - Website

Sep 2023 - Dec 2023

PPK Ormawa DPM FIK UDINUS

<https://loramwetan.com/>

- Ensuring responsiveness and consistency of the user interface across various devices and browsers
- Editing the Bootstrap layout to make it more visually appealing and responsive

BookPhile - Website

Mar 2023 - Jul 2023

Project Mata Kuliah Proyek Perangkat Lunak

- Designing system architecture using Figma
- Handling the development of the user interface (UI) using web technologies such as HTML, CSS, and JavaScript.
- Developing websites using programming languages such as PHP, CSS, HTML, JavaScript, and the CodeIgniter 3 framework.
- Utilizing MySQL for local data storage

Skills, Achievements & Other Experience

- **Skills:** Leadership, Team Works, Problem Solving, Time Management, Communication
- **Programming:** C++, C, Java, Python
- **Web Development:** HTML, CSS, JavaScript, PHP -framework CI, Vue.js, React, Laravel, Tailwind
- **Database:** MySQL, Firebase Realtime Database, SQLyog
- **Software:** VSCode, CodeBlocks, Notepad ++, Android Studio, IntelliJ IDEA, Cisco, Github, Figma
- **Certificate** 🏆: Getting Started Programming with Kotlin - Dicoding(2024), Learn Android Application Fundamentals - Dicoding(2024), etc
- **Webinars Attended and Organization** 🏆: Actively participating in attending seminars related to technology and IT